

IN THE CLAIMS:

Please amend claims 23, 25, 27, 28, 29, 34, 35 and 36 as follows.

Sub D17

23. (Amended) A speech outputting game machine, comprising:

a plurality of phrase databases each corresponding to predetermined [conditions respectively] condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;

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processing means for selecting a phrase database corresponding to [said] a predetermined [conditions] condition when said predetermined [conditions are] condition is satisfied during the progress of the game, for selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from said processing means , whereby different ones of said plurality of

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alternative related phrases may be generated upon the occurrence of the same
condition during the progress of the game.

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25. (Amended) A speech outputting game machine according to claim 23,
wherein said processing means suspends the output of said phrase data according
to [the] a phrase suspension command included in said specific command data.

27. (Amended) A speech outputting game machine according to claim 23,
wherein said command data includes a wild card command; and
wherein said processing means determines and outputs phrase data
based on said game progress for the wild card command included in [said
predetermined] a selected command.

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28. (Amended) A speech outputting game machine according to claim 23,
wherein the command data stored in said first phrase database includes a jump
command for designating a second phrase database; and
wherein said processing means selects a second phrase database
according to the jump command included in said [specified] command data, and
selects a specific command data according to predetermined procedures among the
plurality of command data stored in said selected second phrase database.

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29. (Amended) A speech outputting game machine according to claim 23,
further comprising a second phrase database having different contents from and
corresponding to [said] a first phrase database; wherein said processing means
uses said second phrase database instead of said first phrase database according to
predetermined replacement conditions.

Sub 27
34. (Amended) A recording medium storing a program for causing a game
machine to realize predetermined functions, comprising:

means for storing a plurality of phrase databases each corresponding
to

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a predetermined [conditions] condition [, respectively], wherein said phrase
databases store a plurality of command data including at least one or more
commands representing a plurality of phrases some of which are related and
equally appropriate for a specified predetermined condition;; respectively;

means for selecting a phrase database corresponding to said
predetermined conditions when said predetermined conditions are satisfied during
the progress of the game, selecting a specific command data based on
predetermined procedures among the plurality of command data stored in the

selected phrase database, and outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

means for outputting to a speech output device said output phrase data , whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game.

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35. (Amended) A speech outputting method in a game machine, comprising the steps of:

storing a plurality of phrase databases each corresponding to a predetermined conditions [, respectively], wherein said phrase databases store a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;; respectively;

selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game, selecting a specific command data based on predetermined procedures

Patent Application of MURASAKI et al.
Serial No.: 08/828,417
Art Unit:

B4
among the plurality of command data stored in the selected phrase database, and
outputting [phrase data] one of a plurality of alternative related phrases based on
the command included in the selected specific command data; and

outputting to a speech output device said output phrase data.

36. (Amended) A speech outputting method in a game machine according
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to claim 35, further comprising the step of replacing [said] a first phrase database
with a second phrase database having different contents therefrom according to
predetermined replacement conditions , whereby different ones of said plurality
of alternative related phrases may be generated upon the occurrence of the same
condition during the progress of the game.

REMARKS

This Preliminary Amendment is responsive to the Final Rejection mailed
November 9, 1999. The Examiner's comments have been carefully considered.

Applicants request a two-month extension of time to extend the due date in
the underlying application Serial No. 08/828,417 herein from February 9, 2000, to
April 9, 2000. The two-month extension fee of \$380.00 is included in the